£1.20 ● Nº 77 ● 10 MAY 1996 ● UK's OFFICIAL SEGA COMIC ● EVERY FORTNIGHT

SONIC THE COMIC

PLUS...
KNUCKLES!
SHINING FORCE!

NEW SONIC STORIES

HIDDEN DANGER!

VOICE OF THE PEOPLE!

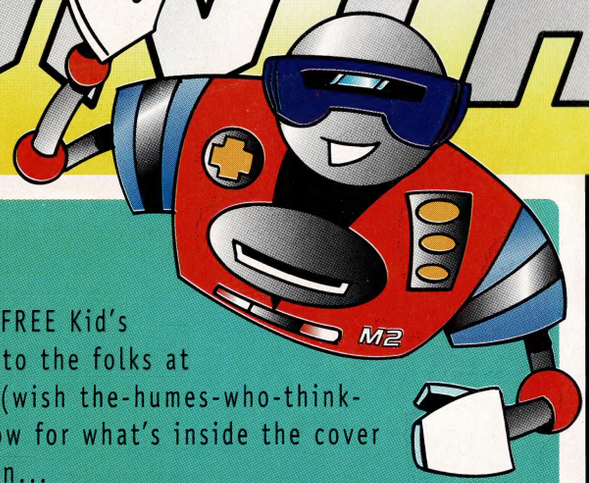
FREE! BUTTON COVERS

77
9 770969 304037

TOY STORY REVIEW! ● MICRO MACHINES 96 Q ZONE!

YOUR GUIDE TO THE WORLD OF SONIC THE COMIC (STC) & SEGA. PRESENTED BY YOUR HOST, MEGADROID.

CONTROL ZONE



Hey, Boomers!

Are you wearing your FREE Kid's Corner Button Cover? Thanks to the folks at Muller, we can all button up (wish the-humes-who-think-they're-in-charge would!). Now for what's inside the cover of *STC* and on the menu screen...

For a start there's two brand new Sonic stories just itching to impress a tasteful hume like yourself! You're still demanding to see more of the cool blue one, so prepare for an uprising in the complete Sonic story, Voice of the People. Plus, there's Hidden Danger lurking in a brand new two part Sonic's World.

All is far from ship-shape between Knuckles and Captain Plunder in the Ghost Ship, plus there's outrage in the latest episode of Shining Force: The Curse of Zeon.

Back again to complement your turbo-charged Sega strips is the Review Zone. Anyone seen the computer generated 'Toy Story' film yet? Well, prepare for *STC's* Mega Drive Review, and as if that's not enough, the Q Zone screeches ahead with Micro Machines '96.

Excuse me, Boomers, but I'm being distracted by loud noises coming from outside the office window. It's not even the humes returning from their lunch break - it's the 'Bring Back Porker' brigade protesting already! I wouldn't mind but he's only gone to the Floating Island! I'll have to go, Boomers, seeing as I'm the only calming influence there is around here! See you all in a fortnight when there'll be a favourite FREE gift for you - terrific Transfers.

Megadroid

FEELING 3 IN 79!

Your favourite video game comic is 3 years old in just 2 issues time. No self respecting Boomer should miss this megatastic extravaganza - there'll be a FREE Sonic Spinner, 3 brand new stories (Return to the Miracle Planet, Tails and Sonic's World). Plus an Earthworm Jim II Q Zone, the chance to win one of many Sega T-shirts, plus loads more!

Now that's what I call an excuse for a celebration!

SEGA COMPILED BY ChartTrack

↕ up/down RE/NEW entry ● non mover

MEGA DRIVE

1	↑	SONIC AND KNUCKLES
2	↓	FIFA SOCCER '96
3	↑	MICKEY MANIA
4	↓	MICRO MACHINES '96
5	↑	SONIC THE HEDGEHOG 2
6	↓	PREMIER MANAGER
7	↑	ECCO 2: THE TIDES OF TIME
8	↑	STREET RACER
9	●	MICRO MACHINES 2
10	↓	PGA TOUR GOLF '96

SATURN

1	●	SEGA RALLY
2	●	VIRTUA RACING 2
3	NEW	SIM CITY 2000
4	NEW	WING ARMS
5	↓	FIFA SOCCER '96
6	↓	WORMS
7	↓	FIRESTORM: THUNDERHAWK 2
8	NEW	HANG ON GP '95
9	↓	VIRTUA COP
10	↓	THEME PARK

MEGA-CD

1	●	EARTHWORM JIM
2	●	SOULSTAR
3	●	B.C. RACERS
4	●	BRUTAL: PAWS OF FURY
5	↑	ETERNAL CHAMPIONS
6	↓	WORLD CUP USA '94
7	●	SNATCHER
8	RE	TOMCAT ALLEY
9	RE	JAGUAR XJ220
10	RE	SILPHEED

GAME GEAR

1	●	SONIC CHAOS
2	●	TAZ-MANIA: ESCAPE FROM MARS
3	↓	SONIC THE HEDGEHOG 2
4	RE	FIFA SOCCER '96
5	RE	ECCO 2: THE TIDES OF TIME
6	RE	REN AND STIMPY
7	↓	SONIC THE HEDGEHOG
8	↓	THE LION KING
9	↓	MORTAL KOMBAT 2
10	RE	DYNAMITE HEADDY

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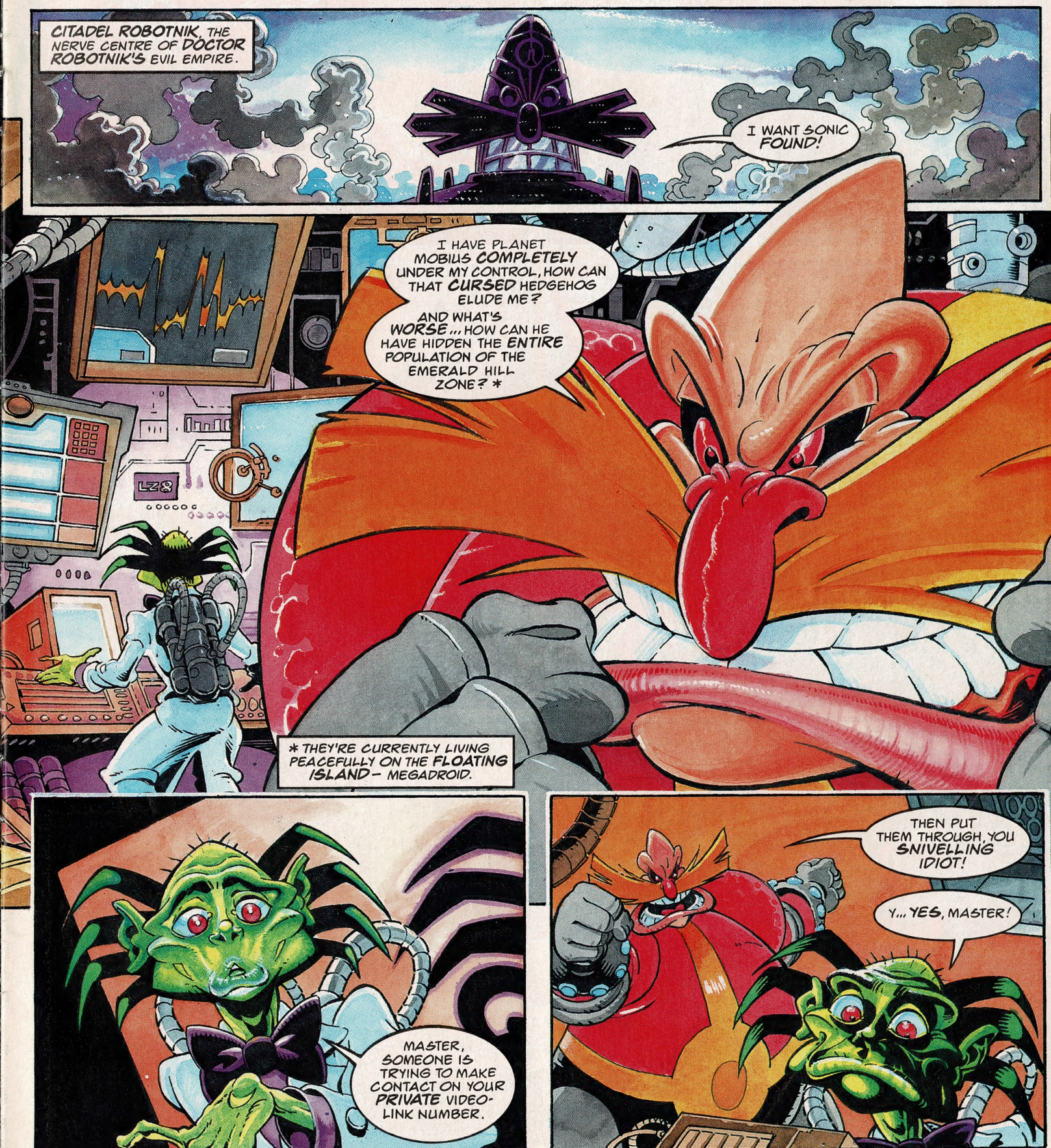
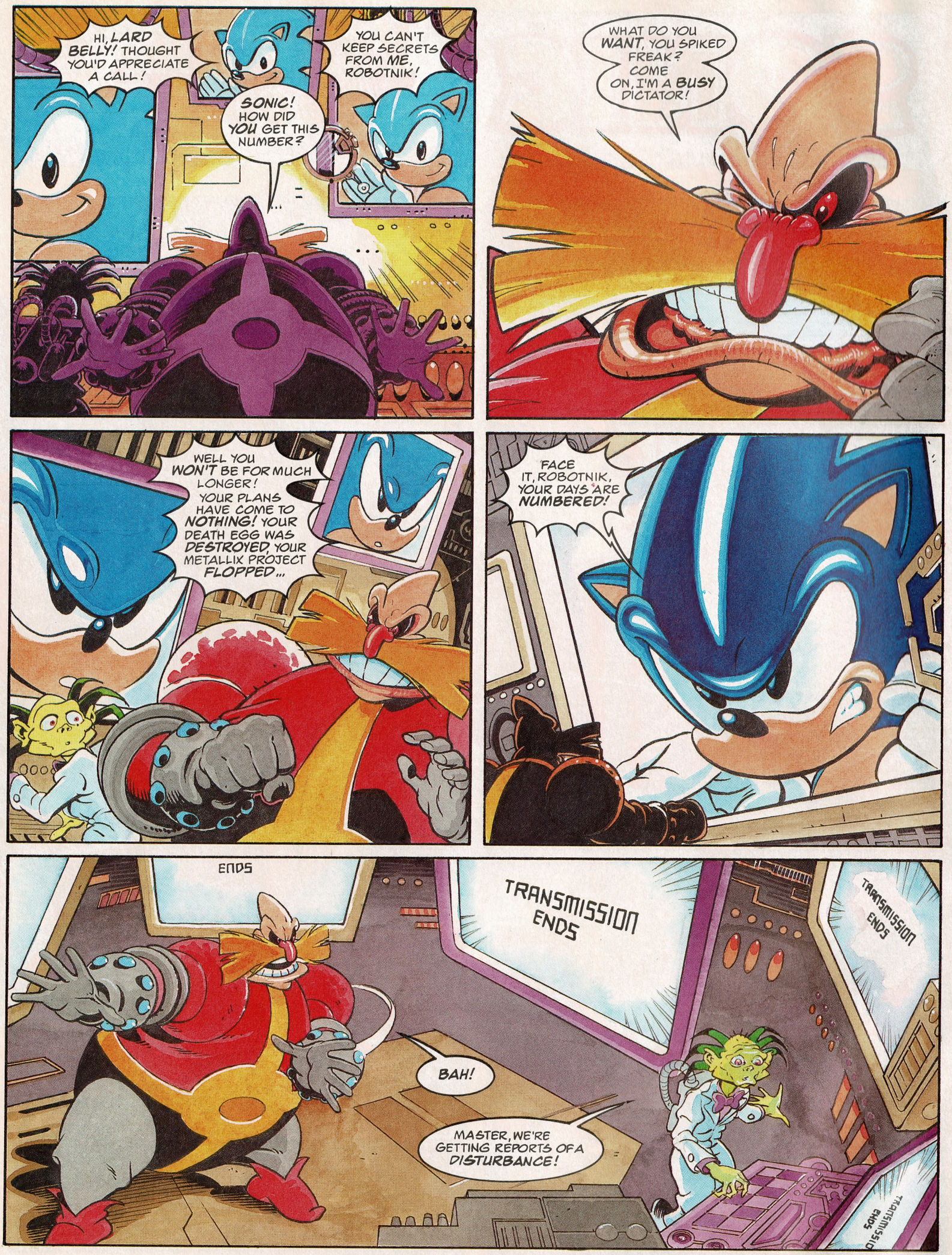
SONIC THE HEDGEHOG™

Voice of the People

COMPLETE STORY

Script: NIGEL KITCHING Art: RICHARD ELSON Lettering: ELLIE DE'VILLE


CITADEL ROBOTNIK, THE NERVE CENTRE OF DOCTOR ROBOTNIK'S EVIL EMPIRE.
I WANT SONIC FOUND!
I HAVE PLANET MOBIUS COMPLETELY UNDER MY CONTROL, HOW CAN THAT CURSED HEDGEHOG ELUDE ME?
AND WHAT'S WORSE... HOW CAN HE HAVE HIDDEN THE ENTIRE POPULATION OF THE EMERALD HILL ZONE? *
* THEY'RE CURRENTLY LIVING PEACEFULLY ON THE FLOATING ISLAND - MEGADROID.
MASTER, SOMEONE IS TRYING TO MAKE CONTACT ON YOUR PRIVATE VIDEO-LINK NUMBER.
THEN PUT THEM THROUGH, YOU SNIVELLING IDIOT!
Y... YES, MASTER!


HI, LARD BELLY! THOUGHT YOU'D APPRECIATE A CALL!
SONIC! HOW DID YOU GET THIS NUMBER?
YOU CAN'T KEEP SECRETS FROM ME, ROBOTNIK!
WHAT DO YOU WANT, YOU SPIKED FREAK? COME ON, I'M A BUSY DICTATOR!
WELL YOU WON'T BE FOR MUCH LONGER! YOUR PLANS HAVE COME TO NOTHING! YOUR DEATH EGG WAS DESTROYED, YOUR METALLIX PROJECT FLOPPED...
FACE IT, ROBOTNIK, YOUR DAYS ARE NUMBERED!
ENDS
TRANSMISSION ENDS
TRANSMISSION ENDS
BAH!
MASTER, WE'RE GETTING REPORTS OF A DISTURBANCE!
TRANSMISSION ENDS

PRELIMINARY REPORTS SAY THERE'S A DEMONSTRATION IN SECTOR ALPHA 34.
ALPHA 34? THAT'S WHERE THEY'VE JUST ERECTED MY NEW STATUE!
DOWN WITH ROBOTNIK!
DOWN WITH ROBOTNIK!
ROBOTNIK MUST GO!
ROBOTNIK OUT!
"THEY'VE GOT TO BE STOPPED!"
UH OH, LOOKS LIKE ROBOTNIK HAS CALLED IN HIS FLUNKIES... I'D BETTER GET DOWN FROM HERE!
IT'S THE SBS*! RUN FOR IT!
* SPECIAL BADNIK SERVICE – MEGADROID.

REMOVE THAT CITIZEN FROM OUR LEADER'S NOSE!
SIR!
AGGH!
KR-ZAAAK!
OH NO!
HEY, WHAT'S THAT?
DON'T PANIC, SIR, I'VE GOT YOU!
TAILS... IT'S TAILS!
AND WHERE TAILS IS, YOU'LL ALSO FIND...
DOWN WITH ROBO
ROBOTNIK MUST GO!
SONIC THE HEDGEHOG!

GET HIM!
WE'LL HAVE TO TAKE CARE OF THESE BOZOS QUICKLY... WE CAN'T RISK ANYONE GETTING HURT!
KRASSH!
FAZAAK!
KREKK!
BOKK!
KRUMP!
KROOM!
SOMETIMES THIS IS JUST TOO EASY!

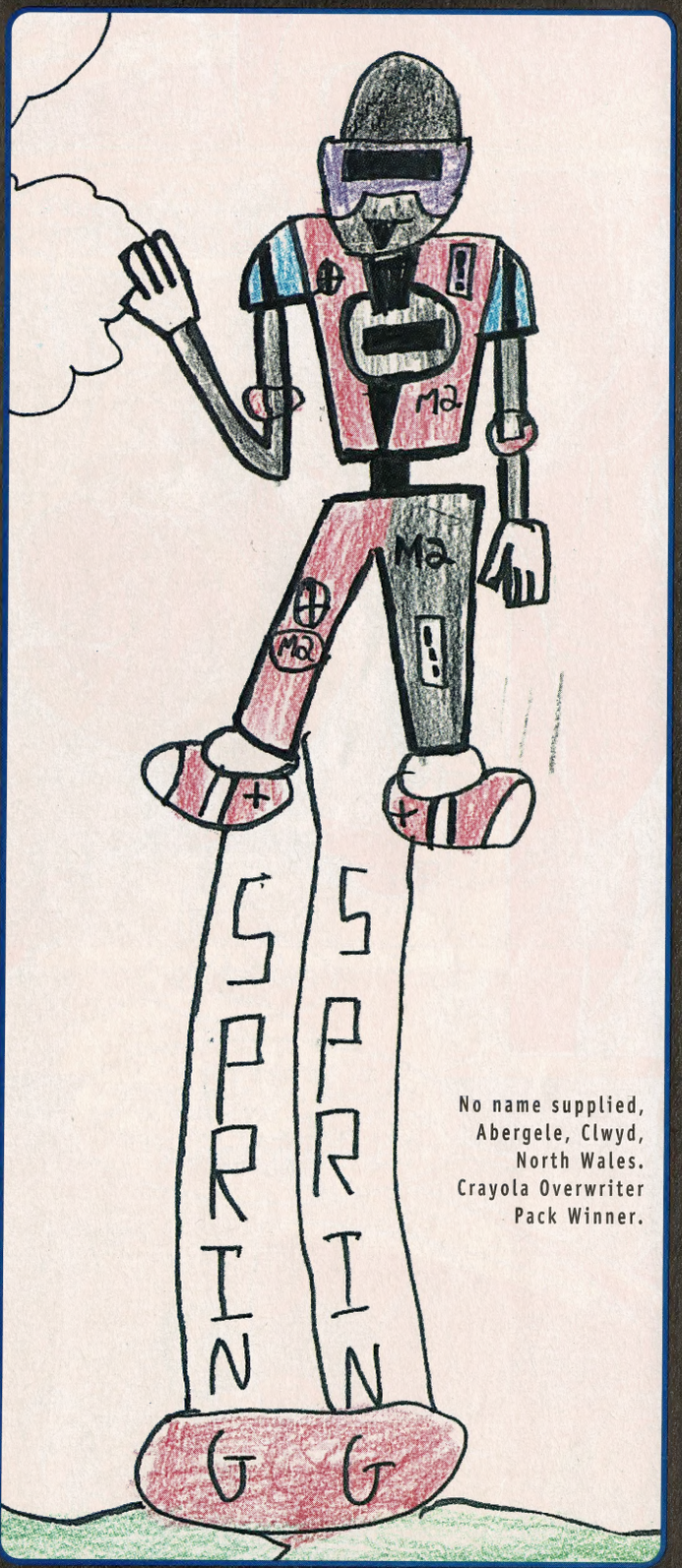
TAKE COVER! I'VE SET THE EXPLOSIVES!
HUH?
KA-BOOOOOM!
KRESSH!
THANKS FOR YOUR HELP, SONIC, WE COULDN'T HAVE DONE THIS IF YOU HADN'T TAKEN CARE OF THOSE BADNIKS!
HEY, THAT'S WHAT I'M HERE FOR!
ROBOTNIK'S LOSING HIS HOLD OVER THE PEOPLE OF MOBIUS, TAILS... I CAN FEEL IT!
OKAY, EVERYBODY GET OUT OF HERE! IF I KNOW ROBOTNIK, HE'S ALREADY SENDING ANOTHER SBS SQUAD HERE, SO LET'S NOT PUSH OUR LUCK!

THE PROTEST IS OVER, MASTER ... YOUR STATUE WILL BE REPLACED WITHIN THE WEEK!
THE STATUE IS IRRELEVANT, GRIMER! THE POINT IS, MY SUBJECTS DARED TO ATTACK IT!
THE STATUE WAS A SYMBOL OF MY POWER!
URK ...
DON'T YOU UNDERSTAND, GRIMER? THE PEOPLE NO LONGER FEAR ME!
URK... URK...
BUT I'LL CHANGE ALL THAT!
BY THE TIME I'VE FINISHED WITH THEM, THOSE PEOPLE WILL TREMBLE AT THE VERY MENTION OF THE NAME DOCTOR ROBOTNIK!
NEXT ISSUE: LIFE'S A GAS WITH AMY!

FIT ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER. BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF CRAYOLA PENS.

What's happening, Boomers? Sonic and co (even Robotnik!) are shown here getting minds and bodies into shape ...



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Crayola Overwriter
Pack Winner.

No name supplied,
Ynysddu, Gwent.
Crayola Overwriter
Pack Winner.

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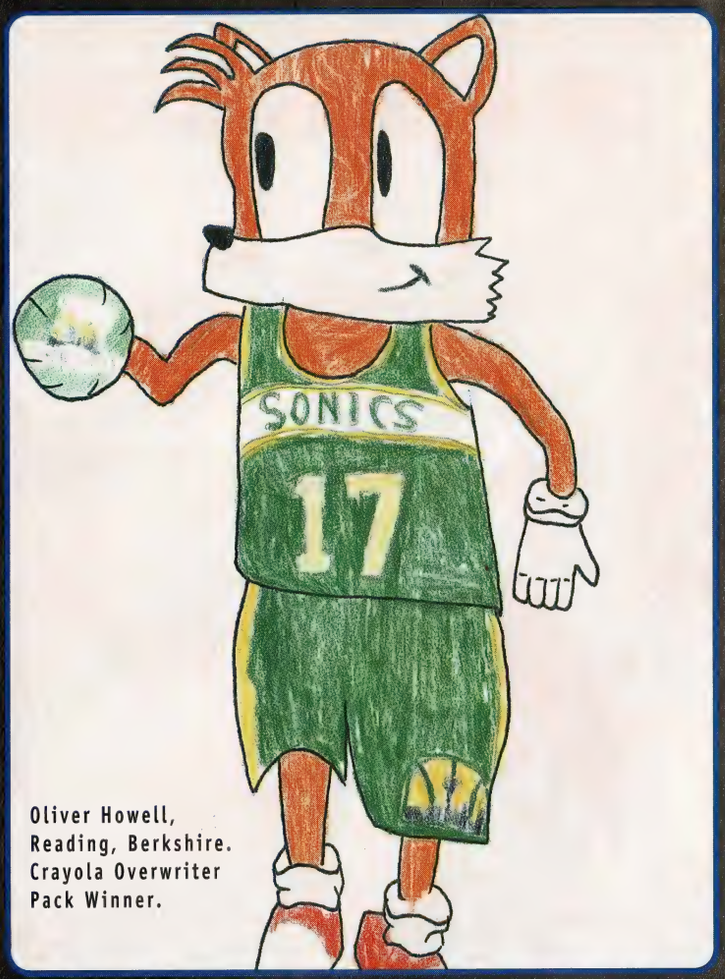
Crayola Overwriter
Pack Winner.



Oliver Howell,
Reading, Berkshire.
Crayola Overwriter
Pack Winner.

Michele Roberts,
St. Annes,
Bristol.
MD owner.
Crayola Overwriter
Pack Winner.

Darren Jones, Moray, Scotland.
Crayola Overwriter Pack Winner.

Allan McCabe,
Wigan, Lancs.
Crayola Overwriter
Pack Winner.

To help get your handywork selected in future Graphic Zones, please take note of the following tips:

* Draw in paint or felt tip pen on plain white paper (avoid lined paper and pencils or crayons as they don't show up as well when printed).

* Be original and don't copy pictures from the comic - come up with your own ideas.

* Include your name and address, preferably written in capital letters on the back of the page.

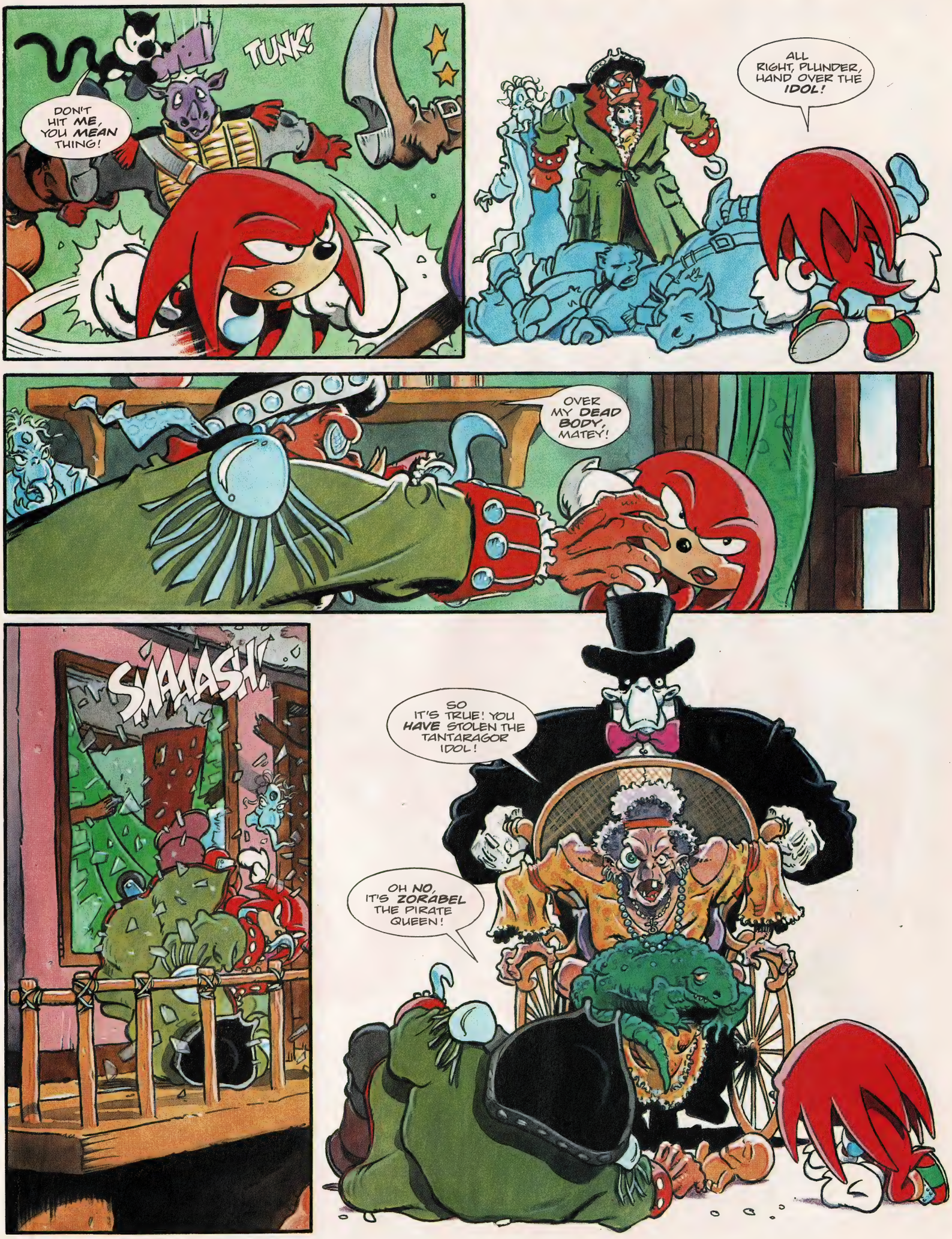
* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC,
25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME WHO GETS THEIR HANDYWORK PRINTED IN STC WILL RECEIVE A PACK OF CRAYOLA OVERWRITER COLOUR FIBRE-TIPPED PENS.

CAPTAIN PLUNDER NOW HAS THE PRICELESS TANTARAGOR IDOL.
AND SO, IN CAPTAIN PLUNDER'S SHACK IN A REMOTE PART OF MOBIUS KNOWN AS SCOURGE BAY, KNUCKLES IS BEING REWARDED FOR HIS HELP.
IT'S TRUE...
KNUCKLES
The GHOST SHIP
Part 4
Script: NIGEL KITCHING
Art: NIGEL DOBBYN
Lettering: ELITTA FELL
THIS TRUNK IS FULL OF ANCIENT DOCUMENTS ABOUT THE FLOATING ISLAND!
MAYBE SOMEWHERE IN HERE IS THE SECRET OF MY MISSING PEOPLE!
WELL LAD, I GOT ME IDOL AND NOW YOU'VE GOT WHAT YOU WANTED... I S'POSE THIS IS WHERE WE PART COMPANY!
I'LL JUST USE THE IDOL TO TRANSPORT YOU BACK TO THE FLOATING ISLAND...
HEY, NOT SO FAST, PLUNDER!

EH? WHAT'S UP, LAD?
HAVE YOU FORGOTTEN ABOUT THE PRISONERS ON THE TANTARAGOR SHIP?
THEY WERE OBVIOUSLY FROM MOBIUS, SO WE'VE GOT TO GO BACK AND RESCUE THEM!
RESCUE THEM? YOU BE JOKING!
WE BARELY GOT OFF THAT SHIP ALIVE THE FIRST TIME... OR HAD EE FORGOTTEN ABOUT THE TANTAROR?
OF COURSE I HAVEN'T!
LOOK PLUNDER, WE'RE GOING BACK TO THAT SHIP - EVEN IF I HAVE TO DRAG YOU KICKING AND SCREAMING ALL THE WAY!
I DON'T THINK SO, KNUCKLES, ME LAD!
GET HIM SHIPMATES!

LET ME AT 'IM CAP'N!
NOT WITH MY FAVOURITE CHAIR, YOU SWAB!
SORRY, CAP'N!
IS THAT THE BEST YOU CAN DO?
BUTTON IT, SIMPSON!
WOF!


TUNK!
DON'T HIT ME, YOU MEAN THING!
ALL RIGHT, PLUNDER, HAND OVER THE IDOL!
OVER MY DEAD BODY, MATEY!
SMAAASH!
SO IT'S TRUE! YOU HAVE STOLEN THE TANTARAGOR IDOL!
OH NO, IT'S ZORABEL THE PIRATE QUEEN!

YOU ALWAYS WERE A DARN FOOL, PLUNDER!
I WANT EE OUT OF MY TOWN BEFORE THE TANTAROR COME LOOKING FOR THIS THING!
WHAT? THE IDOL'S GLOWIN'! WHAT ARE YOU UP TO, SONNY?
IT... IT AIN'T ME!
IT MUST BE THE TANTAROR!
THEY... THEY'VE VANISHED!
WH... WHAT'S GOIN' ON HERE? WHERE ARE WE?
WELL, I'LL TELL YOU ONE THING, PLUNDER... WE'RE NOT ON MOBIUS ANY MORE!
NEXT ISSUE: THE ALIEN DIMENSION!

Free frenzied sticker with every pack. 6 to collect in all.

YOU FEELING ALRIGHT TOM?

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNSVILLE
40-70 = NORMALSVILLE
70-80 = FUN CITY
80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

TOY STORY

Reviewed by Chris Jones

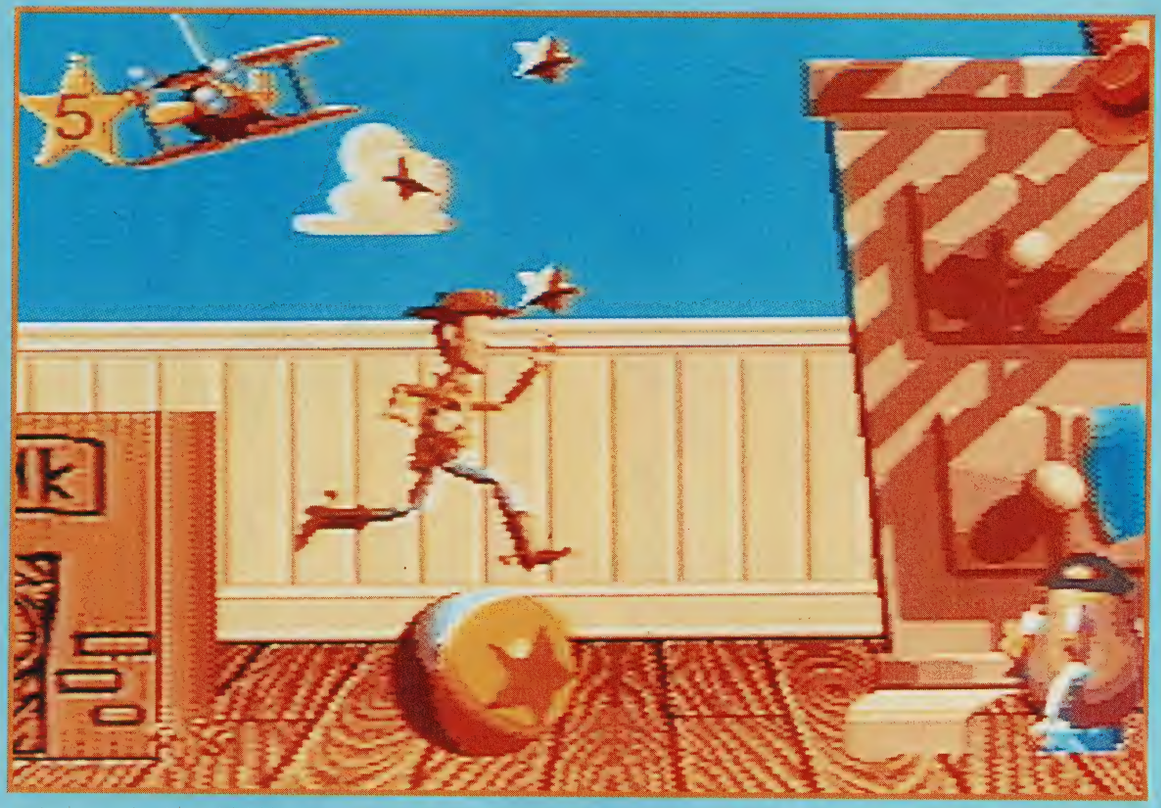
MD MEGA DRIVE

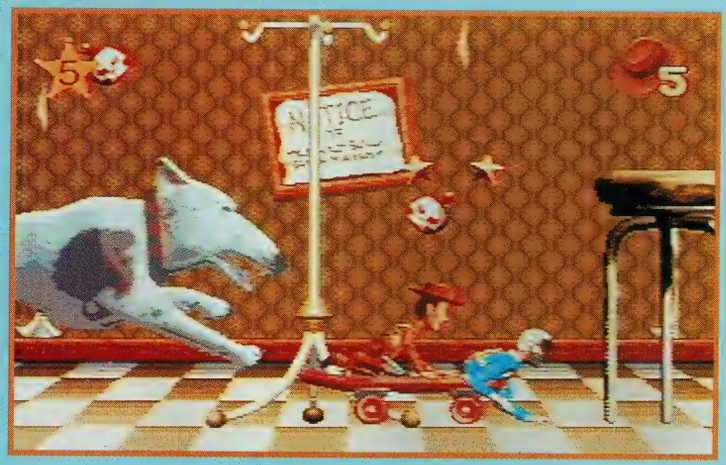
GAME TYPE: PLATFORM
PLAYERS: 1
PUBLISHER: SEGA
PRICE: £44.99

Toy Story, the film that shows toys coming alive, is set to become the first motion picture animated entirely by computer technology. This cool use of technology has also been put to good use by Sega, who have used code from the movie animation to directly produce a computer game tie-in.

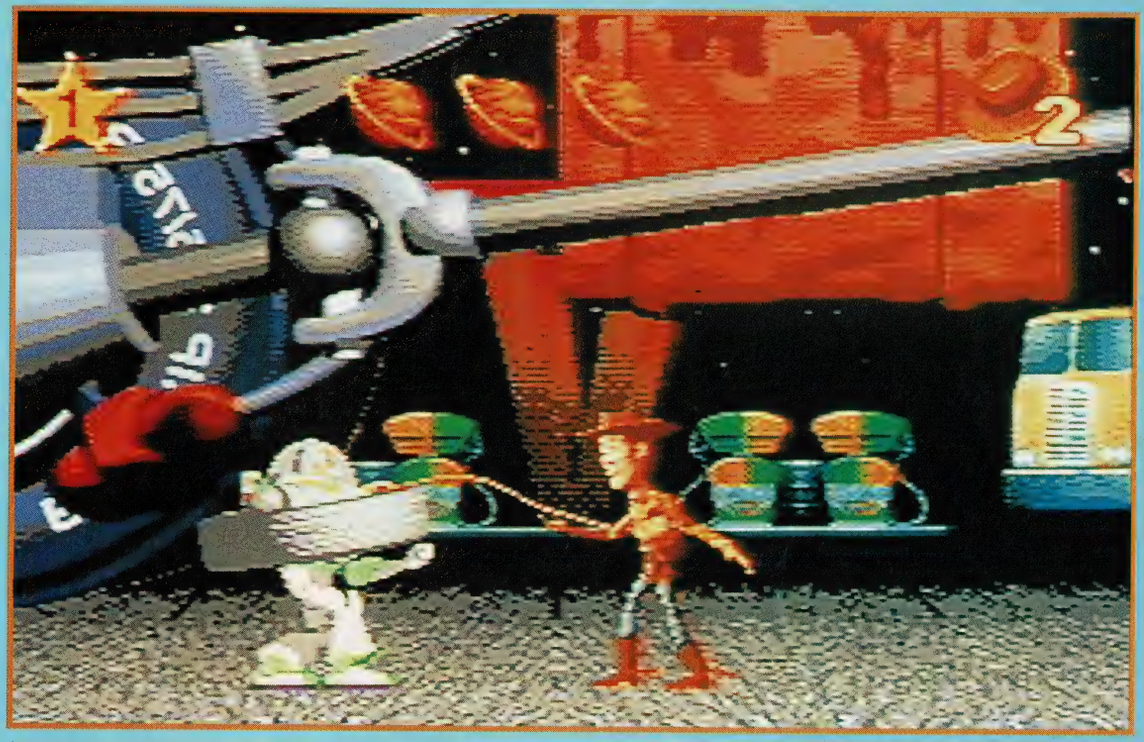
Toy Story, the game, is a 32 Meg/platform/driving/flying 3-D extravaganza. It closely sticks to the film's plot in that you play Woody, the cowboy, who becomes jealous when a brand new toy is bought for seven year old Andy. Andy has his pick of cool toys; a T-Rex here, a Mr Potato Head there, but the new toy, Space Ranger Buzz Lightyear, is so sophisticated that all the other toys feel they will never be played with again (all say aahh!). Woody decides to battle it out with Buzz, and over 18 different levels you take on that challenge, armed with only a lasso.

The graphics and animation are exceptional for the Mega Drive. The realistic movement of characters is the best yet on this machine. Parts of other games have also been mixed into the different levels. When Woody races



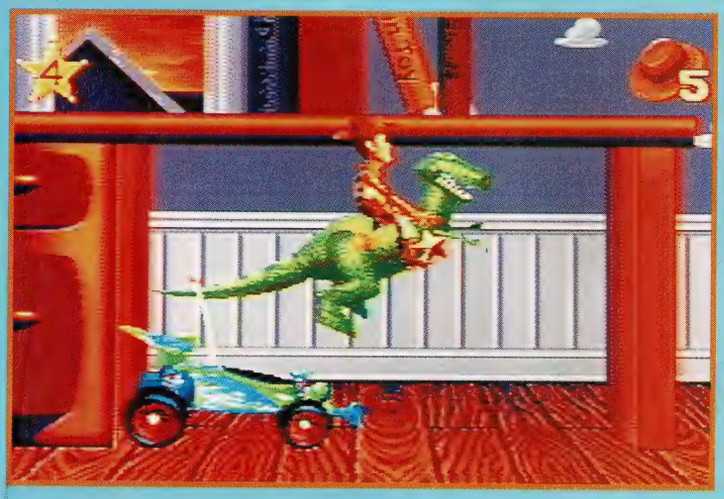


around in a remote controlled car, shades of *Micro Machines* spring to mind. Another racing level is obviously inspired by *Super Mario Kart*, plus there is also a Doom-style scenario for one of the levels.



This is a slickly presented game with much attention to detail. Avoiding hazards such as falling hot dogs and French fries (whilst disguised as a milkshake on the Pizza Planet level) is great fun! Likewise, being chased by a mad giant dog that looks as if it is a real video clip makes this an original game to play.

However, experienced gameplayers may find **Toy Story** too easy. Some of the levels are quite short and the tasks needed to complete them are not that difficult. In addition, a few of the levels are very similar, making some screens seem very routine, despite the nice graphics. As long as there are new cutting edge games like this on the Mega Drive, it proves that there is life in the old machine yet. Maybe future games will even improve upon this.



FINAL COUNTDOWN

RAVES
Great graphics, animation and gameplay.

GRAVES
Similarity between levels and quite easy to conquer.

GRAPHICS	90
SOUND	80
PLAYABILITY	85
OVERALL	85

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SHINING FORCE
THE CURSE OF ZEON
Part 5
THE SHINING FORCE'S MISSION TO STOP BARON KADAVAAR IN HIS ATTEMPT TO FREE ZEON FROM THE ABYSS APPEARS TO HAVE ENDED IN TRAGEDY...
TAYA, YOUR MAGICAL HEALING POWERS... ARE YOU ABLE TO...
THERE'S NOTHING I CAN DO, CHESTER... BOWIE'S DYING!
LOOK, IT'S MAX! HE'S CONTACTING US THROUGH THE SWORD AGAIN!
MAXIMILLIAN, EVERYTHING'S GONE WRONG! A ZEONITE WITH AN EXPLODING WAND HAS HURT BOWIE AND...
WAND? AH, YOU MEAN A PISTOL! YES, THOSE THINGS ARE DANGEROUS!
GIVE ME SOME ROOM WHILE I TAKE A LOOK AT THE BOY...

Script: NIGEL KITCHING Art: MARTIN GRIFFITHS Colouring: GINA HART Lettering: STEVE POTTER

RELAX BOWIE... YOUR PAIN WILL SOON BE OVER.
THE SWORD! TAKE THE SWORD BOY!
WHAT IS HAPPENING?
I... I CAN'T TELL! THE LIGHT IS BLINDING!
I'D SAY HE'S A LITTLE BETTER, WOULDN'T YOU TAYA?
COULD BE...

I ASSURE YOU THAT BOWIE'S RECOVERY WILL BE EXCEEDINGLY *SHORT LIVED!*
KADAVAAR! WHAT ROCK DID YOU CRAWL OUT FROM UNDER?
BEFORE I *DESTROY* YOU I JUST WANT TO TELL YOU THAT YOU'RE TOO LATE!
THIS IS *MY* FIGHT! IT'S TIME I DID *SOMETHING* USEFUL!
KA-AAANG!
YOU SEE WE *FOUND* THE MYSTICAL DEVICE WE WERE LOOKING FOR IN THIS ARCHAEOLOGICAL DIG!
UHHHN!
AND WE HAVE *ALREADY* SECRETLY MOVED IT TO THE ANCIENT TOWER ON GRANSEAL ISLAND.
ANGGG!
THE ANCIENT DEVICE CONTAINS *ASTOUNDING* MAGICAL POWER CALLED *'NUCLEAR EXPLOSION'*...
POWER ENOUGH TO EASILY DESTROY THE SEAL WHICH HOLDS ZEON PRISONER IN THE ABYSS!
THANKS KADAVAAR, AT LEAST WE NOW KNOW WHAT WE'RE UP AGAINST!
WHAT? I THOUGHT YOU WERE BEATEN...

BEATEN? NOT ON YOUR LIFE!
SHRAAAAK!
AGGGGHH!
KILL ME! GRANT ME A WARRIOR'S DEATH...
KILL YOU? FORGET IT KADAVAAR, THE SHINING FORCE DON'T GO IN FOR ALL THIS KILLING NONSENSE!
BUT WE WILL PUT A STOP TO YOUR PLANS KADAVAAR!
AND IF I EVER SEE YOUR FACE AGAIN I'LL FORGET THAT WE'RE SUPPOSED TO BE GOOD GUYS!
YOU'RE TOO LATE, SHINING FORCE! NOTHING CAN STOP MY PLANS... YOU'RE TOO LATE...

MEANWHILE ON GRANSEAL ISLAND...
YOU'RE RIGHT ERIK, THIS DOOR HAS BEEN *FORCED* OPEN!
THE DOOR'S JAMMED SHUT AGAIN... IT MUST BE SECURED ON THE OTHER SIDE!
YOU... YOU THINK THERE'S *SOMEBODY* INSIDE THE TOWER?
YES... PROBABLY FOLLOWERS OF ZEON.
BUT *NOTHING* CAN BREAK THE SEAL WHICH HOLDS THAT MONSTER PRISONER IN THE ABYSS... I HOPE.
MEANWHILE, AT THE TOP OF THE TOWER.
SOON THIS SEAL WILL BE *BROKEN*... ONCE MORE ZEON WILL RETURN TO THIS WORLD!
THE SORCERY *BEGINS!* FIRST THE SACRED RITUAL THE ANCIENT TEXTS CALL *'COUNT-DOWN'*.
SOON WE WILL WITNESS THE CASTING OF THE SPELL KNOWN AS *'DETONATION'!*
CLICK!
99
NEXT ISSUE: THE BIG BANG THEORY!

Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.

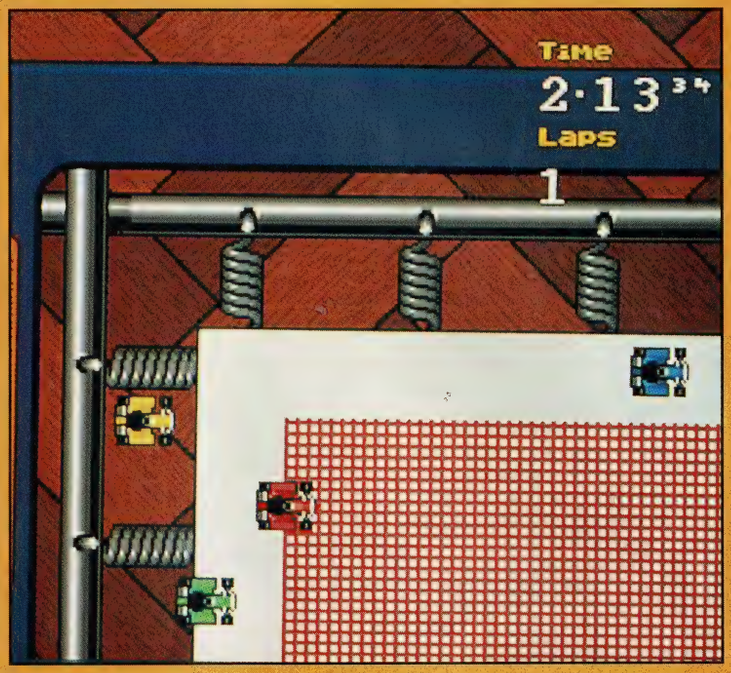
Make your Sega Mega Drives suffer with a selection of tips from one of the most fast and fashionable games around, brought to you by Chris Jones.

MICRO MACHINES 96

MD MEGA DRIVE

James Histed of Alton in Hampshire, sure is a massive **Micro Machines** fan. And why not? The game that brought us cool cars racing around beaches and picnic tables, definitely puts the play in playability.

By completing any of the tournaments within the one-player game reveals new tracks in the multi-player game. Completing a one-player tournament also reveals



two additional racing circuits. Now, you too can get racing on these extra tracks, even if you drive as slow as a tortoise moves. When entering your driver's name, try typing in the words **GUFDON, HORDON, NODROG** and **ALCHIE.** These pass-words will allow you to skip on to new and better tracks.

PLAYING TIPS

1. **STARTS**
   Press the acceleration button on the second of the three beeps you hear at the start. This will allow the best revs to enable a fast getaway.

2. **SHORT CUTS**
   Most tracks have short cuts, so find them and use them when racing. Remember though, too much of a short cut can make your car explode!

3. LEAPS 'N' BOUNDS

Aim your jumps in a straight line. This will prevent landing at a bad angle, where you may get caught up in an obstacle or even explode. Also, if you miss a jump don't bother reversing for it. Drive straight off the table and your vehicle will be re-set at a correct distance in line with the jump.

4. QUALIFICATIONS

Remember that except for the final race of the Challenge Competition, you only need to finish second to qualify for the next round. This is true for league competitions too. You don't have to win every race to be champion - aiming to finish second is sometimes a tactical bet.

5. BRAKING

Use brakes on tight corners or take your finger off the acceleration button when approaching them. When in multi-player mode, do not drive directly behind another driver as this will give them the opportunity of reversing into you.

Alternatively, reverse into drivers when you are in front. When near a jump this can cause them to fluff it and on a straight this is a useful way of gaining points.

6. HEAD TO HEAD

The winner of these three lap races is the one with the most bonus points, so win it on points. Do this by barging opponents near any steep edges, or, when you are nearly a screen ahead just accelerate quickly in a straight line and you will get points for being a screen away.

7. HAZARDS

Use any solid objects that are on the bends of certain courses to help propel you around the corner. You won't even have to slow down. Always look out for landmarks that indicate when corners are coming up. Finally, if you get to play the bonus maze game, study the diagram of the maze carefully as this tells you where the bonus car is located.

The END

NEXT ISSUE: **SUPER SKIDMARKS** AND **STREET RACER.**

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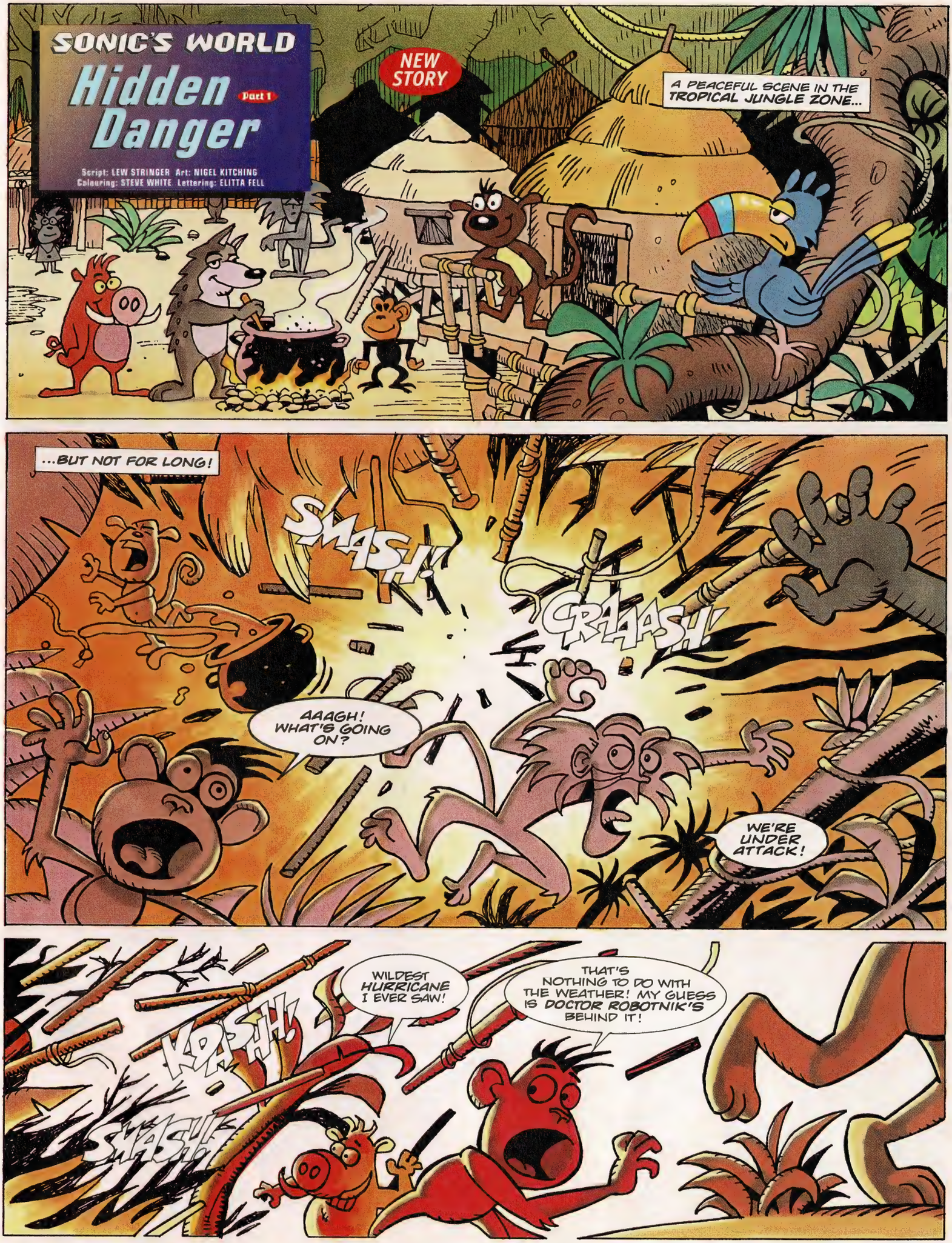
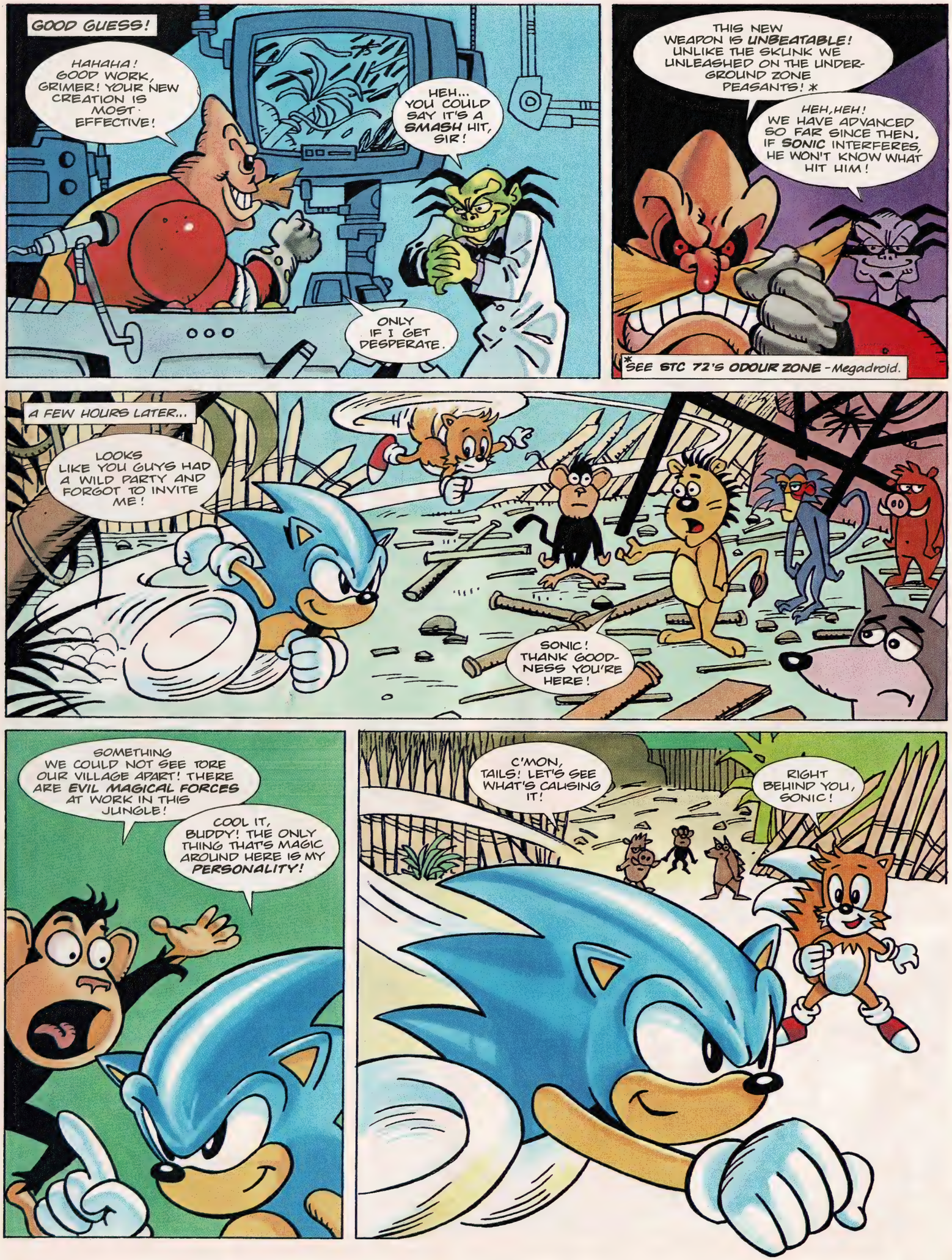
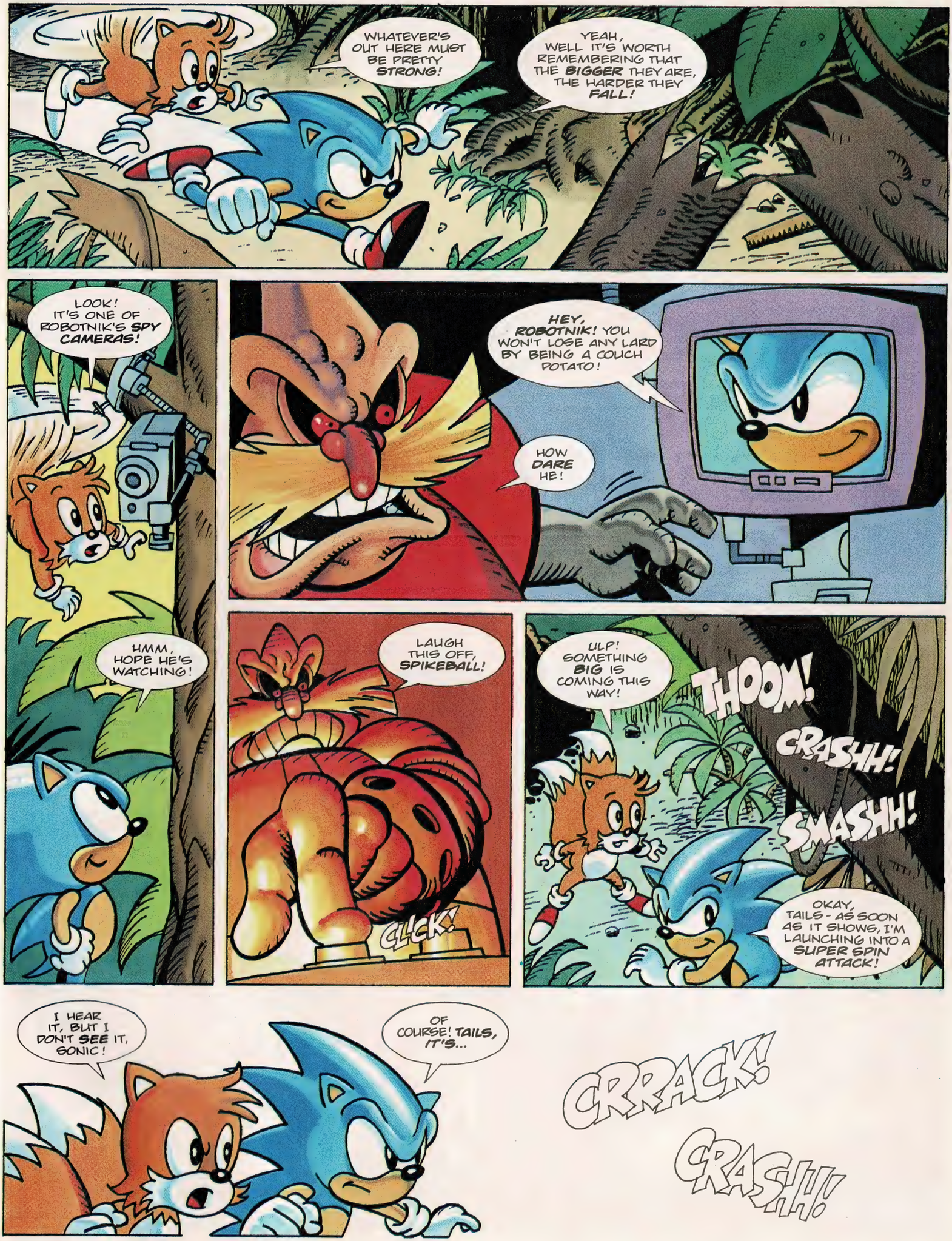
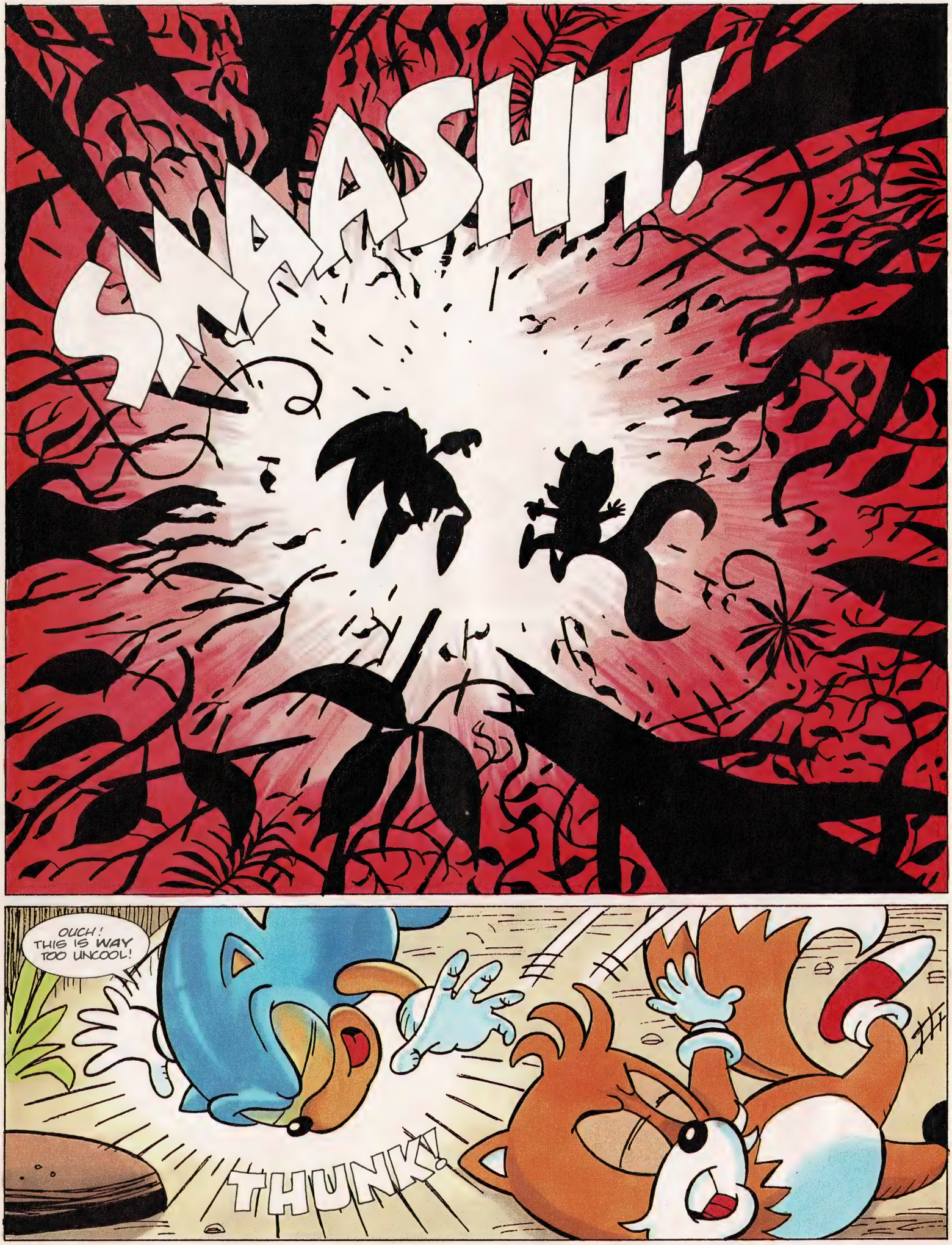
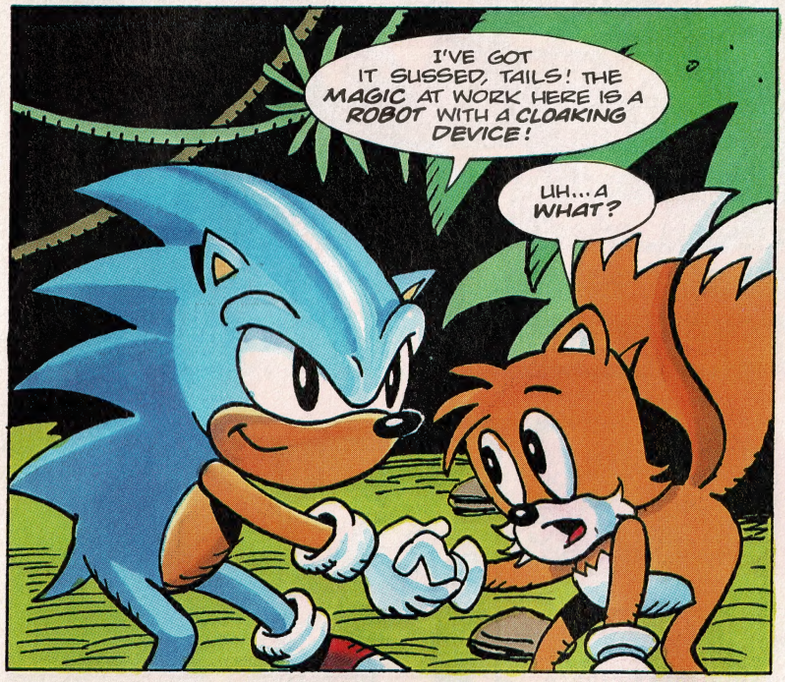
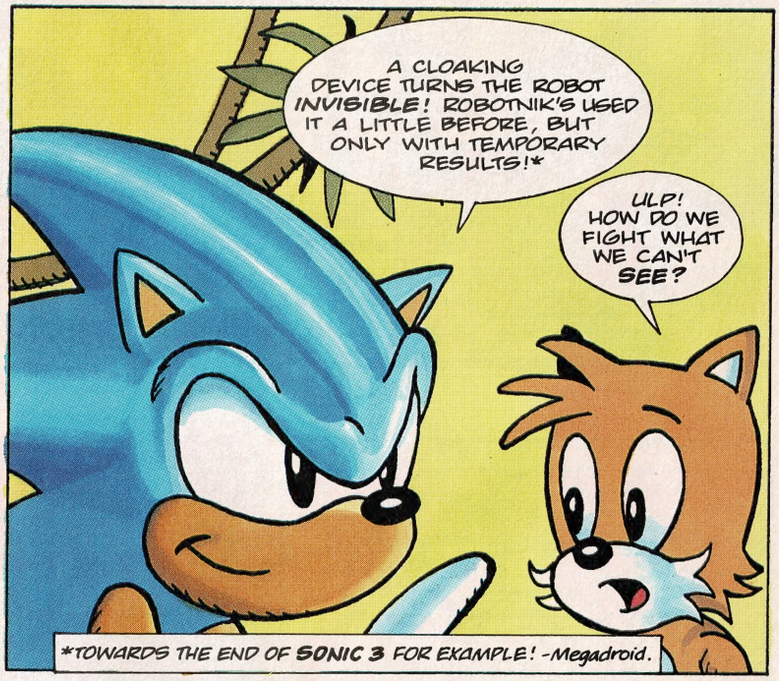

SONIC'S WORLD
Hidden Danger
Part 1
Script: LEW STRINGER Art: NIGEL KITCHING
Colouring: STEVE WHITE Lettering: ELITTA FELL
NEW STORY
A PEACEFUL SCENE IN THE TROPICAL JUNGLE ZONE...
...BUT NOT FOR LONG!
SMASH!
CRAAASH!
AAAGH! WHAT'S GOING ON?
WE'RE UNDER ATTACK!
WILDEST HURRICANE I EVER SAW!
THAT'S NOTHING TO DO WITH THE WEATHER! MY GUESS IS DOCTOR ROBOTNIK'S BEHIND IT!
KRASH!
SMASH!

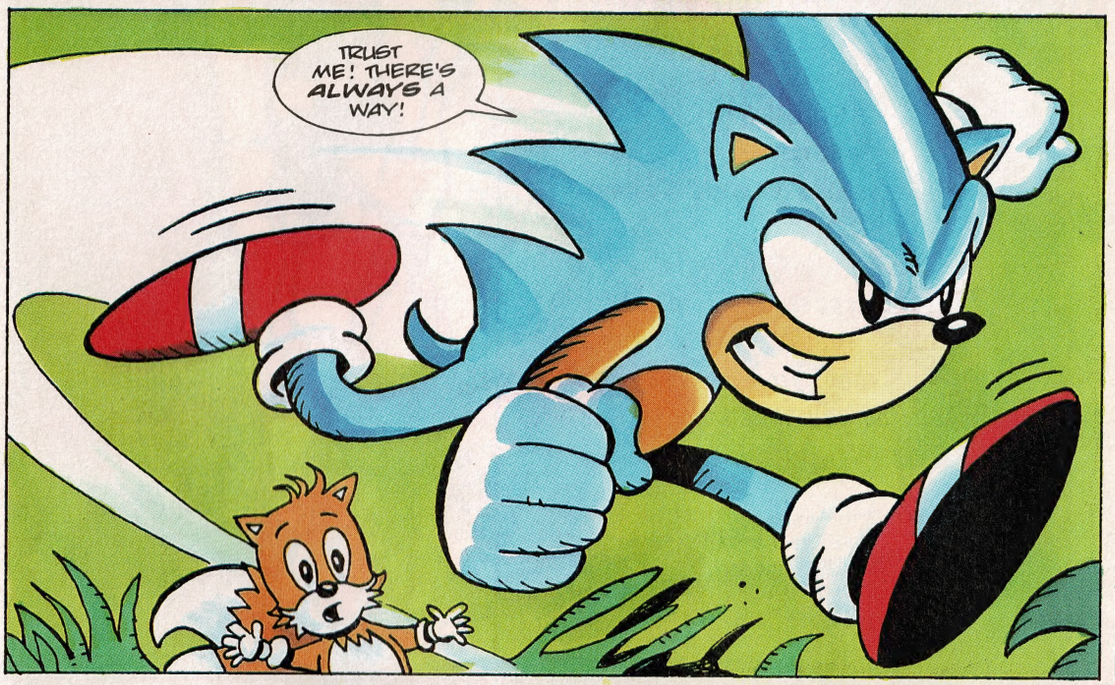

GOOD GUESS!
HAHAHA! GOOD WORK, GRIMER! YOUR NEW CREATION IS MOST EFFECTIVE!
HEH... YOU COULD SAY IT'S A SMASH HIT, SIR!
ONLY IF I GET DESPERATE.
THIS NEW WEAPON IS UNBEATABLE! UNLIKE THE SKUNK WE UNLEASHED ON THE UNDERGROUND ZONE PEASANTS! *
HEH, HEH! WE HAVE ADVANCED SO FAR SINCE THEN, IF SONIC INTERFERES, HE WON'T KNOW WHAT HIT HIM!
*SEE STC 72'S ODOUR ZONE - Megadroid.
A FEW HOURS LATER...
LOOKS LIKE YOU GUYS HAD A WILD PARTY AND FORGOT TO INVITE ME!
SONIC! THANK GOODNESS YOU'RE HERE!
SOMETHING WE COULD NOT SEE TORE OUR VILLAGE APART! THERE ARE EVIL MAGICAL FORCES AT WORK IN THIS JUNGLE!
COOL IT, BUDDY! THE ONLY THING THAT'S MAGIC AROUND HERE IS MY PERSONALITY!
C'MON, TAILS! LET'S SEE WHAT'S CAUSING IT!
RIGHT BEHIND YOU, SONIC!

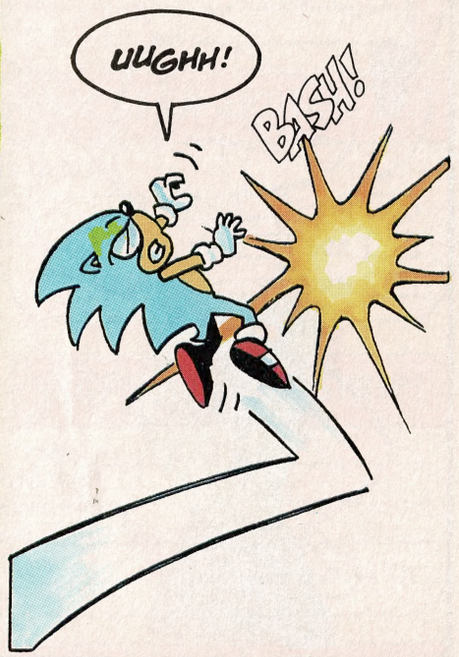

WHATEVER'S OUT HERE MUST BE PRETTY STRONG!
YEAH, WELL IT'S WORTH REMEMBERING THAT THE BIGGER THEY ARE, THE HARDER THEY FALL!
LOOK! IT'S ONE OF ROBOTNIK'S SPY CAMERAS!
HMM, HOPE HE'S WATCHING!
HEY, ROBOTNIK! YOU WON'T LOSE ANY LARD BY BEING A COUCH POTATO!
HOW DARE HE!
LAUGH THIS OFF, SPIKEBALL!
CLICK!
ULP! SOMETHING BIG IS COMING THIS WAY!
THOOM!
CRASHH!
SMASHH!
OKAY, TAILS - AS SOON AS IT SHOWS, I'M LAUNCHING INTO A SUPER SPIN ATTACK!
I HEAR IT, BUT I DON'T SEE IT, SONIC!
OF COURSE! TAILS, IT'S...
CRRACK!
CRASH!

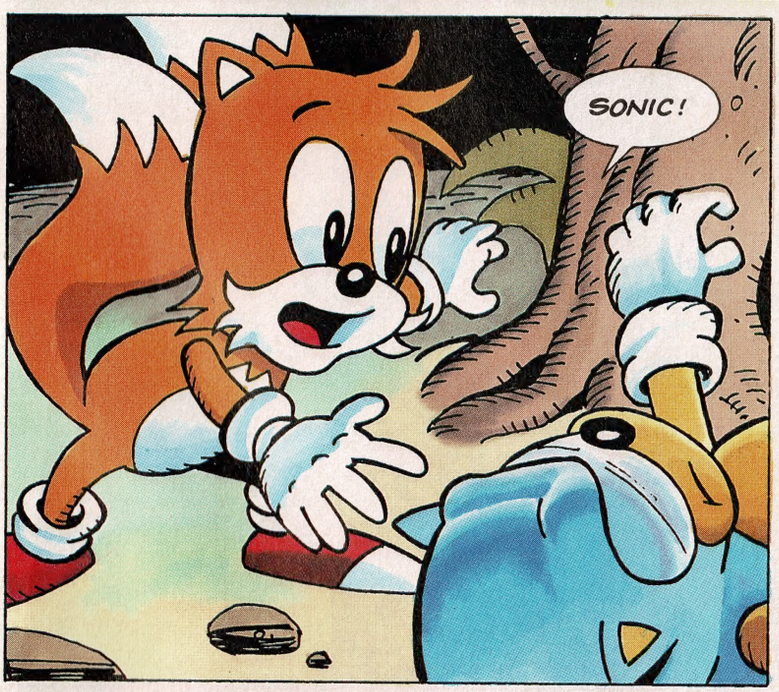

SMASH!
OUCH! THIS IS WAY TOO UNCOOL!
THUNK!



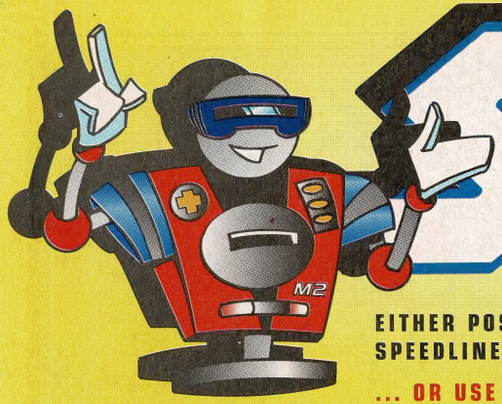

A CLOAKING DEVICE TURNS THE ROBOT INVISIBLE! ROBOTNIK'S USED IT A LITTLE BEFORE, BUT ONLY WITH TEMPORARY RESULTS!*
ULP! HOW DO WE FIGHT WHAT WE CAN'T SEE?
*TOWARDS THE END OF SONIC 3 FOR EXAMPLE! -Megadroid.







NEXT ISSUE: THE ROBOT REVEALED!



SPEED LINES

EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

Amy (look out for her in next issue's Sonic story)

Allison Hedley, Rowlands Gill, Tyne & Wear.
MD owner.
Sonic & Knuckles Camera Winner.

CHANGE OF CHART!

Dear Megadroid,

Why don't you show more than four Sega machines in the Charts? How about the Saturn?

Jamie Mactulloch-Gair, Stoke-on-Trent, Staffs.
Sonic & Knuckles Camera Winner.

Check out the new charts in the Control Zone, Jamie. Compiled by Chart-Track, it now includes the top 10 Saturn games.

MICROCHIP OFF THE OLD BLOCK!

Dear Megadroid,

Zynk the robot in Shining Force bears a remarkable resemblance to your old self. Is he related to you by any chance?

Stuart Beck, Grantham, Lincs.
GG/MD/MS owner.
Sonic & Knuckles Camera Winner.

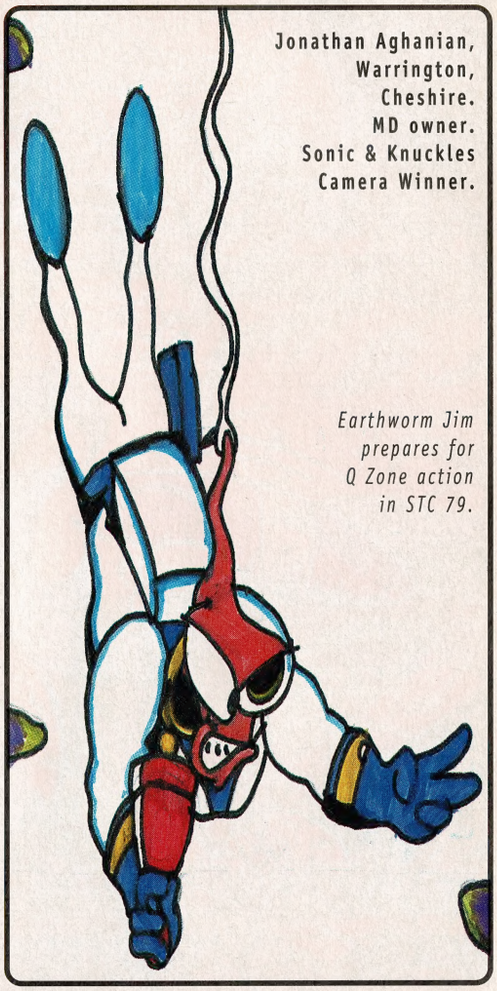
Less of the 'old' self if you don't mind, Stu. You humes can't tell one robot from another, but may I remind you that I am truly unique!

Send your e-mail messages to:

stc@egmont.co.uk

Be sure to include your snail mail (postal) address if you want to win a prize!

EVERYTHING PRINTED IN SPEEDLINES WINS A SENSATIONAL SEGA SONIC & KNUCKLES DISPOSABLE CAMERA, COMPLETE WITH 27 FULL-COLOUR FUJI EXPOSURES.



Jonathan Aghanian, Warrington, Cheshire.
MD owner.
Sonic & Knuckles Camera Winner.

Earthworm Jim prepares for Q Zone action in STC 79.

DOCTOR NO!

Dear Megadroid,

I think it's about time that Doctor Robotnik did something about his weight. Maybe if you told him he was beginning to look as fat as Mr Blobby, it might spur him on to refuse some food!

Jack Davies, Worthing, W Sussex.
MD owner.
Sonic & Knuckles Camera Winner.

Haven't you noticed him exercising in this issues' Fit Zone, Jack?

NEXT ISSUE

FREE!

STC TRANSFERS!

SONIC!
PLASMA!

KNUCKLES!
TRINKET TREK!

SONIC'S WORLD!
STICKY END?

SHINING FORCE!
BLOW OUT!

PLUS

SUPER SKIDMARKS & STREETRACER Q ZONE!

THE OOZE REVIEW!

STC 78

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I'VE BEEN READING *STC* SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS .....

.....

BAND/SINGER IS .....

.....

MY SEGA SYSTEM ...

TICK:-

GG ☐ MCD ☐ MD ☐

MM ☐ MS ☐ 32X ☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE .....

.....

.....

..... AS A COMIC STRIP IN *STC*.

THIS ISSUE'S MEGA HITS!

1ST CHOICE .....

2ND CHOICE .....

3RD CHOICE .....

YOUR RATING FOR ISSUE 77

%

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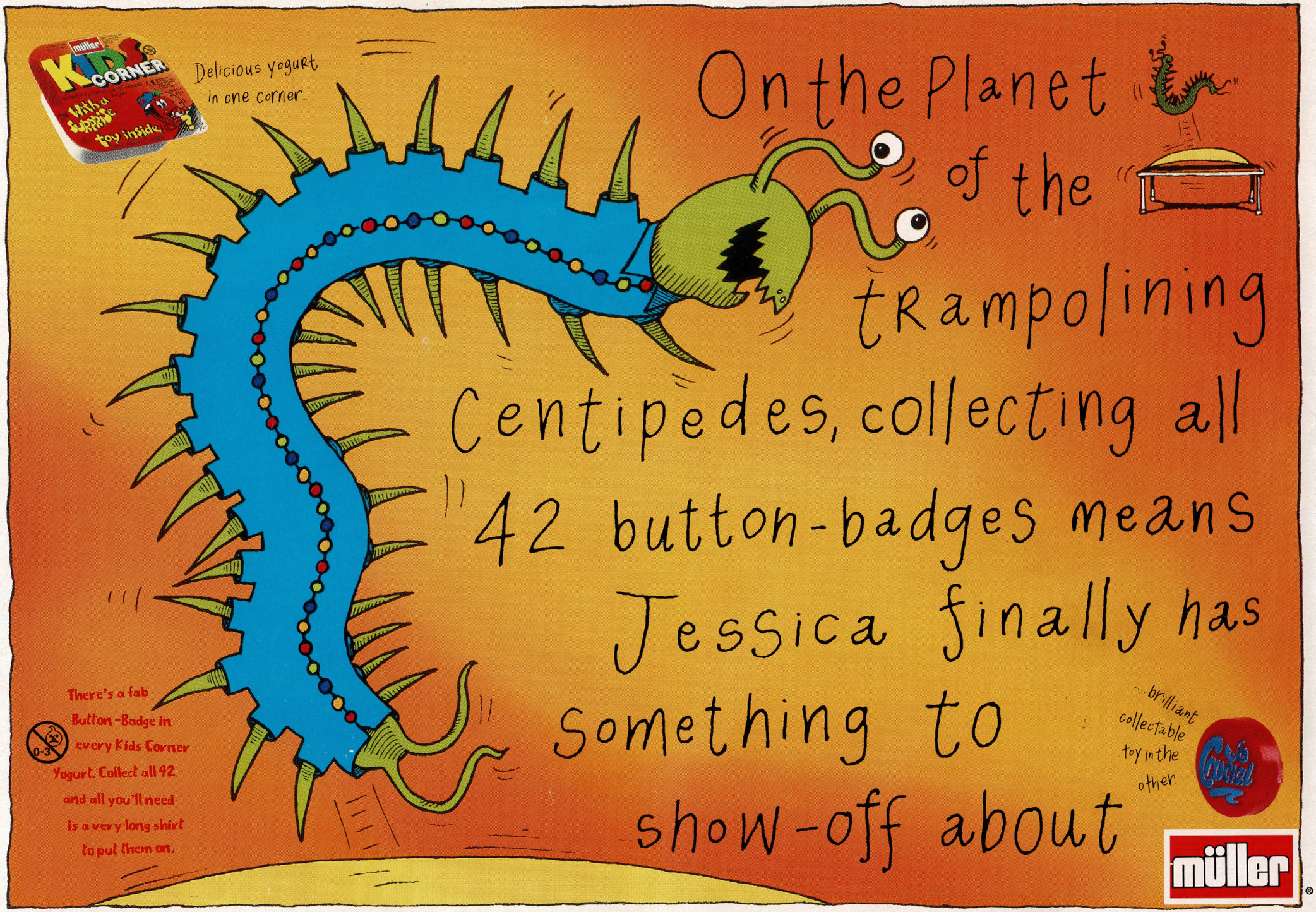
müller
KIDS CORNER
With a surprise toy inside
Delicious yogurt in one corner...
On the Planet of the trampolining Centipedes, collecting all 42 button-badges means Jessica finally has something to show-off about
...brilliant collectable toy in the other.
So Crucial
There's a fab Button-Badge in every Kids Corner Yogurt. Collect all 42 and all you'll need is a very long shirt to put them on.
0-3
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